

IN THE SPECIFICATION

Please replace the paragraph beginning at page 3, line 9 with the following rewritten paragraph:

For interpretative programming languages such as the Java™ programming language and Smalltalk, the OO source code is first converted to an architecture-neutral distribution format called bytecode. The bytecode sequences are then interpreted for each computer processor architecture and operating system using a virtual machine. Recall that objects are created when the program executes so that while platform-neutrality, flexibility, and reusability are significant advantages of OO from the perspective of a software developer, execution by interpretation may impose heavy performance penalties because of the runtime overhead of the bytecode instruction fetch and decode. One means of improving the runtime performance of a virtual machine is to use a just-time-time (JIT) compiler to convert the bytecode sequences "on the fly" into a equivalent sequence of the native or machine code of the underlying machine architecture. While JIT compilers improve performance, the overall program execution time now includes the compilation overhead of a JIT compiler.